

# ATLANTIS

This is ATLANTIS, a journal of postal Diplomacy, edited and published by Christopher Schlsicher, 5122 W. Carmen Ave., Chicago, Illinois 60640. ATLANTIS is published every two weeks, and is available at the rate of ten (10) issues for \$1.00.

ATLANTIS is affiliated with the International Federation of Wargaming's Diplomacy Society, and the National Fantasy Fan Federation's Game Bureau. ATLANTIS offers game fee discounts to members of either organization.

"Spring 1903"

1970AJ

R-2

ENGLAND TAKES HOLLAND!  
ITALY TAKES SPAIN!

AUSTRIA AWAKENS!  
FRANCE SLEEPS!

RUSSIA (Gaylord):

A Sil-War  
A Ukr (S) A Gal-Rum  
A Gal-Rum /dislodged, must retreat (Sil).  
F Bal hold/(Boh) or annihilated/.

TURKEY (Berlin):

A Ank-Arm  
A Con-Ank  
F Smy-Aeg  
F Rum-bia  
A Sev-Rum  
A Bal (S) A Sev-Rum

AUSTRIA-HUNGARY (Lichtenstein):

A Bud-Gal  
A Vie (S) A Bud-Gal  
A Tri (S) A Vie  
A Ser-Bud  
F Gre holds

GERMANY (MacDonald):

F Kie-Bal  
A Hol-Ruh  
A Boh-Mun  
A Ber-Pru

FRANCE (Inzer):

F Bre /No moves received; all units hold/  
A Pur  
A Gas

1970AJ /cont./

ITALY (Gygax):

A Mar-Spa  
F Wes (S) A Mar-Spa  
A Pie-Mar  
A Ven holds  
F Aeg holds

ENGLAND (Lakofka):

F Iri-Mid  
F Eng-Bel  
F North Sea (S) A Bel-Hol  
A Bel-Hol  
F Den-Kie  
F Lon-Eng

Underlined moves do not succeed. The retreat of the Russian A Gal is due with the "Fall 1903" moves on 23 February 1971. These "Fall" moves may be made conditional on the direction of the Russian retreat. If any player feels this is not enough time, notify me before 23 February and I will extend the time limit.

.....

"Winter 1904"

1970C

R-1

ENGLAND (Becker): Liv, Lon, Edi, Nor, Swe, Den, StP. (7) Builds F Edi.  
FRANCE (Comber): Par, Mar, Bre, Bel, Spa, Por, Ven. (7) No change.  
GERMANY (Lakofka): Ber, Mun, Kie, Hol. (4) No change.  
ITALY (Gygax): Rom, Nap, Tun, Gre. (4) No change.  
RUSSIA (Peery): Mos, War, Sev, Vie, Ank, Bul, Bud, Rum, Smy, Ser, Tri, Con. (12)  
Builds A Sev, A War.

The "Spring 1905" moves are due 23 February 1971.

I have not accepted the moves sent by Peter Comber and re-adjudicated this game. Of the three replies I received on this matter, two were against adjudication, one was for the acceptance of the moves. It is my feeling that I could not accept the moves, even tho Peter had a good excuse (that the Post Office lost his mail), because we all have to take our chances with the Post Office.

I'd like to quote some of the comments I received on this matter:

"I urge you not to begin making exceptions to deadlines."

"The P.O. is entirely indiscriminate in messing up -- all players are hazarding the same thing."

There isn't much I can do about the Post Office. I'll try duplicate mailings if there is anyone that would like to have me do it. Or, "sealed orders" could be sent in case a move does not get in on time. I don't mind that procedure; I can find a non-interested party to make moves according to such orders. I'll take any from any player who sends them in.

If a player asks, I'll call collect if moves do not come in on time. There is not much else that I can do.

Anybody have any suggestions?

# PRESS RELEASES

1970AJ

London, England; /translations of Patrick Albsmarion/:

Roddy Wacker, the littlest dwarf, had snuck away from Castle Carn while von Fluffy and Trevanion (now both dead) were going to their fateful audience with Leomund. Alone, but glad to be rid of his unwanted companions, Wacker mused as to what he should do. After yesterday's audience with the King he was deeply confused and his summons from Lumberman had not come on time. He was still being drawn toward the Silmaril because just its presence held a power that Wacker could not fight.

(Barad Búch Land)

The Balrog -- Ian Lumberman -- was dazed by the confrontation of the day before, and lacked direction and purpose in his actions. He had forgotten to go to Barad Hawley and again petition Wacker onward. Now he knew he must go. He reached the entrance to the castle dome and was met by Morgoth, alias Puseell Powell of the land of Cycle.

"So Lumberman, you have tried to double cross me!" Morgoth hissed in high-pitched wheezes. "No, no, mighty Puety! I have not, I..."

"Don't lie to me Lumborman, I know!" Morgoth held up a golden ring with a shining yellow stone. "I have seen what you have tried to do! Isomund of Eyeaff Dubbleue knows this ring exists, but he does not know who holds it. Without the Orange or the White or the 'Seman' he will never know. So Lumberman, I will give you a Task. Go to the Inn of the Farting Cow and get the Orange and bring it back at once. I'll brook no delay!" "GO!" His bellow was heard throughout all of Sanas A Diegó. Even the Silmaril glowed briefly and was silent.

Lumberman crept away softly whimpering.

(Castle Carn)

The flash of the Green and Red had awoken Leomund and quickly he sought to locate Gyax to find out what had happened. By using the Rings he contacted Gyax, now on the path after Wacker.

The Rings began pale shades of Green, Red, Blue, and Purple, but no White, Orange, or Yellow appeared.

"What has happened Gyax?" he whispered.

"Morgoth holds the Yellow and has sent Lumberman after Moeller to obtain the Orange. You must go to the Inn of the Farting Cow and stop him. Quick, let us cease our idle chatter before Morgoth becomes aware of us!"

"I shall go."

The Rings flashed Whits and went back to their original colors.

(Barad Hawley)

"Wacker! Wacker! Come to me!" bellowed Morgoth from beneath the Silmaril. He had removed his Yellow ring in hopes that Gyax and Isomund would not intercept the summons.

(Northern Mordor)

Wacker jumped as a chill shot up his spine. "I'm coming, I'm coming!" And he fell over, exhausted.

The new game, R-3, has four players signed up, and two more expressing interest. The players so far are Mike Horvath, Gary Jones, Jerry White, and Thomas Leahey. Game fee is \$4, \$3 to IFW and NFFF members; send a list of countries you wish to play in order of preference, numbered 1-7.

.....

For readers in the California area: a thought for the day -- are you sliding into the Pacific? Don't get shook....

.....